DEMON'S WINTER™

Data Card for C-64

Loading Instructions: Before beginning play, you **MUST** make a backup copy of your game disks for play use. The disks have no physical protection so you may use any normal copy utility to make these backup disks. If you do not have access to the copy program that came with your disk drive, you may use any commercially available disk copy program to make backup disks for play. Note that if you try to play off the master disks, the game will not be able to save characters that you create so when you try to "Go Adventuring", you will be presented with the message, "You must create some characters first", even though you might have just made some.

Once you have made copies for play, insert the copy of side A into the disk drive and turn on the computer. When the computer prompts you with the READY response, type LOAD "*", 8, 1 and hit the RETURN key. The disk drive will run for a moment and the game will load. The title screen will appear giving the following options:

> Go Adventuring
> Character Utilities
> Alternate Character Set

These options are explained on pg. 2 of your manual.

Commands: The commands in the game are the same for the C-64 version as they are for the Apple version. However, there are certain commands that may be duplicated with the joystick. In order to use a joystick, plug it into joyport #2. The joystick then can be used for the following:

Pressing the fire button on the joystick when in movement will have the same effect as pressing the "I" key.

Use of the arrow keys or the "IJKM" movement keys can be duplicated by movement of the joystick. Therefore, if you cast a spell in combat and wish to put the targeting cursor on an enemy, move the joystick instead of pressing the "IJKM" keys to target the enemy.

Pressing the fire button on the joystick is also used to simulate pressing the space bar, when appropriate. In any case where the game prompts you to "Hit space bar" or "Hit any key", the joystick fire button will work.

When in ship combat, you may fire a cannonball by holding down the fire button and moving the joystick in the direction you wish to fire.

A command was omitted from the original rulebook. This is the key to activate the "View Items" command. You do this by pressing the "X" key.

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